Blood Hunter: Order of the Savagehide

"We do not flee. We do not tremble. We endure, and we strike."

Blood Hunters of the Order of the Savagehide channel the feral instincts of their gnoll heritage, combining brutal resilience with reactive battlefield control. These hunters are apex predators — reacting to danger, punishing attackers, and asserting dominance over the battlefield. They do not rely on blood-sucking or vampiric magic; they thrive on endurance, reflexes, and the thrill of the hunt.

Level 3: Savage Reflexes

Your gnoll instincts allow you to endure physical punishment and strike fear into your foes.

Reactive Resistance

When you take non-magical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type until the start of your next turn, including the damage from the triggering attack.

You can use this feature once per round, and it applies separately for each damage type.

Howl of Intimidation

As a bonus action, you can unleash a terrifying howl. Choose creatures of your choice within 10 feet. Each must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or suffer -3 AC for 3 rounds.
You can use this feature once per short or long rest.
This abiity uses your Rite save DC.

Level 7: Predator's Edge

Your reactive abilities and predatory leaps improve.

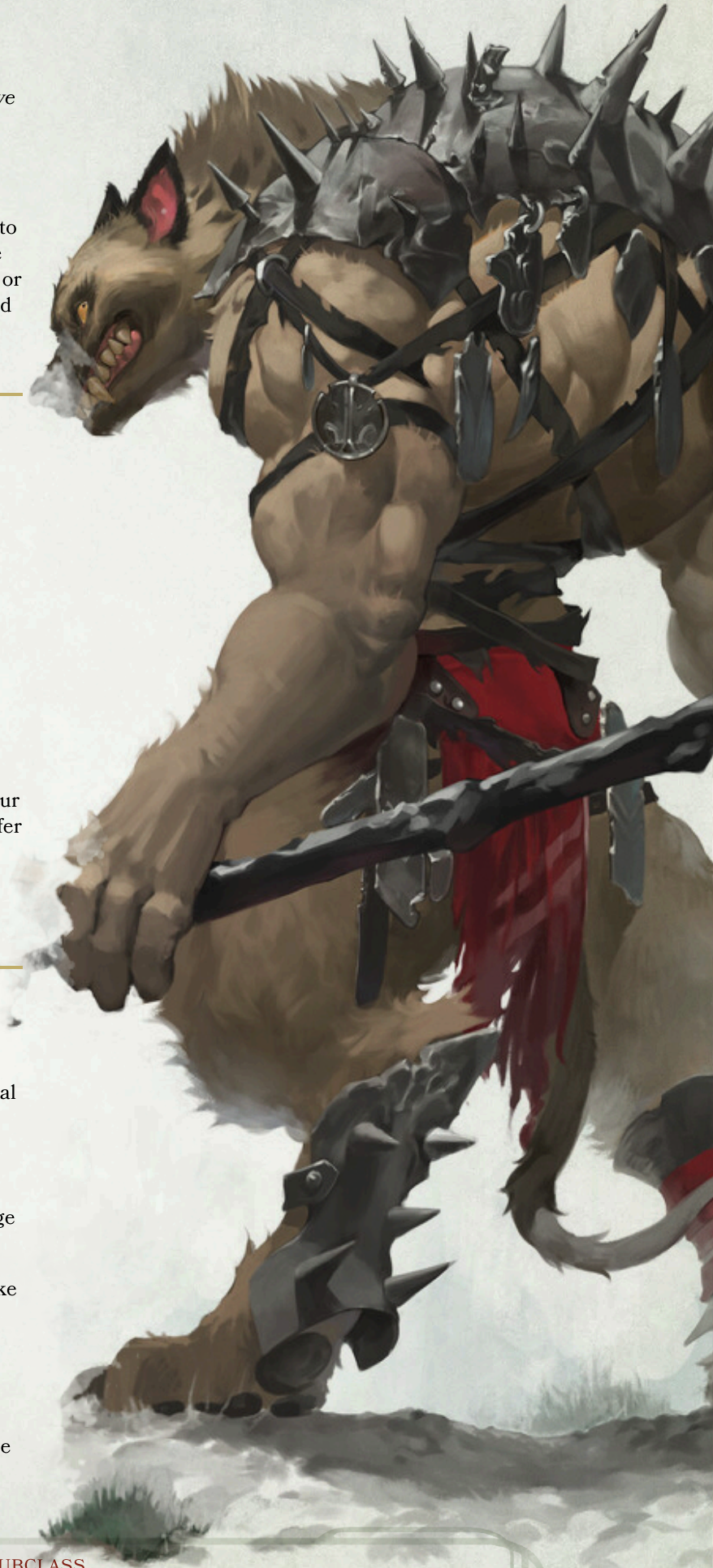
Enhanced Reactive Resistance

When using *Reactive Resistance*, you may now gain resistance to the initial damage type plus one additional type (bludgeoning, piercing, or slashing) from non-magical attacks until the start of your next turn.

Savage Leap

Twice per short or long rest, you may perform a Savage Leap as a bonus action:

- Leap up to 20 feet. This movement does not provoke opportunity attacks.
- When you land, choose one creature within 5 feet. That creature must succeed on a Strength or Dexterity saving throw (your choice) or become restrained until the end of your next turn.
- This leap deals damage equal to twice your Rite Die + Strength or Dexterity modifier. This abiity uses your Rite save DC.



Level 13: Feast of Blood

You channel the frenzy of the hunt into a devastating display. Your eyes gleam with primal hunger, and the scent of battle drives you into a predatory state that terrifies your foes and rallies your allies.

- As a bonus action, you may enter Predatory Frenzy for 1 minute. While in this state:
    - You have advantage on your first attack each round.
    - Successful melee attack restores hit points equal to your Constitution modifier - only once oer turn.
    - You gain temporary resistance to all damage from creatures you hit this turn.
- You can use this feature once per long rest, and regain it early by performing a Vital Sacrifice.

Level 18: Savage Apex

You have mastered your gnoll instincts and reactive prowess. Your presence on the battlefield is overwhelming, every movement radiating the terrifying confidence of an apex predator, and the scent of your bloodlust sends shivers through all who oppose you.

- When you activate Feast of Blood, you may use Savage Leap as a free action, once each round.

Howl of Agony

You can also unleash a Howl of Agony as a bonus action: the roar tears through the battlefield, echoing with the fury of your pack and chilling the hearts of your enemies.:

- All creatures within 20 feet take necrotic damage equal to 5 × your Rite Die.
- Creatures hit are slowed (speed halved) until the start of your next turn.
- This ability can be used once per short or long rest.

More Blood Rites

Rite of Predatory Reflexes

Prerequisite: 3rd-level Blood Hunter
As a reaction when you take fire, ice, lightning, thunder, acid or necrotic damage, you can halve the damage and gain resistance to that damage type until the start of your next turn.
Empowered Reflexes: Spend a Vital Sacrifice to gain resistance to all above damage types instead of one until the start of your next turn.

Rite of Shattered Ground

Prerequisite: 3rd-level Blood Hunter
As a bonus action, you stomp the ground with bestial force. All creatures within 10 feet must succeed on a Strength saving throw** or be knocked prone.
If a creature fails by 5 or more, it is restrained until the start of your next turn.
Empowered Shattered Ground: Spend a Vital Sacrifice to increase the radius to 20 feet and deal 1d6 bludgeoning damage per Blood Hunter level to all affected creatures.

Rite of Pack Instinct

Prerequisite: 5th-level Blood Hunter
You invoke the bond of your pack. For 1 minute, whenever an ally within 10 feet hits a creature with a melee attack, you may immediately make one melee attack against that creature as a reaction.
Empowered Pack Instinct: Spend a Vital Sacrifice to double the range to 20 feet and gain advantage on these reaction attacks.

Rite of Predatory Leap

Prerequisite: 5th-level Blood Hunter
You can leap at enemies with brutal precision. As a bonus action, jump up to 20 feet. Upon landing, choose one creature within 5 feet. The target must make a Dexterity saving throw or be restrained until the end of your next turn.
Deal damage equal to your Rite Die × 2 + Strength or Dexterity modifier.
Empowered Leap: Spend a Vital Sacrifice to target all creatures within 5 feet of your landing, dealing full damage and forcing the saving throw to all.

Rite of Savage Howl

Prerequisite: 9th-level Blood Hunter
As a bonus action, you unleash a terrifying gnoll howl. Choose creatures of your choice within 30 feet:

- They must succeed on a Wisdom saving throw or be frightened and slowed by half speed until the start of your next turn.
- Creatures that fail by 5 or more also take necrotic damage equal to your Rite Die × 2.
  Affected creatures repeat the saving throw at the end of each of their turns.

Empowered Howl: Spend a Vital Sacrifice to extend the radius to 40 feet, impose -2 AC.

Every scar tells a story, every howl calls the pack, and every strike is a promise: we take what we hunt, and we survive by the teeth and claws the gods gave us.
Grazh, Pack Alpha, Order of the Savagehide

Disclaimer: The following subclass is not limited to gnolls.
Any adventurer may follow these brutal paths — through training, corruption, or forbidden tutelage under gnoll warbands.

Credits

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